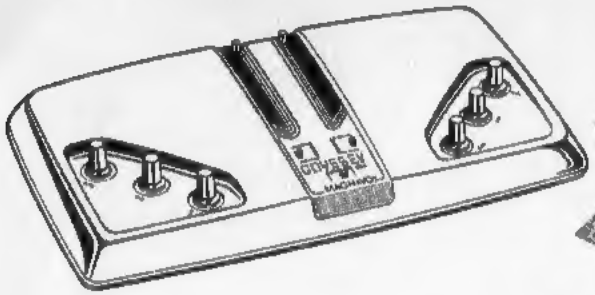
ODYSSEY® 500

INSTALLATION AND GAME RULES



ODYSSEY by Magnavox . . .
Works on any brand . . . any size TV . . . color or black & white

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ODYSSEY 500

INTRODUCTION

ODYSSEY 500 literally turns your TV screen into a challenging electronic playground and it attaches to any size or brand . . . black and white or color. If you use it with a color television, you will see all the action on brightly colored playing fields — Hockey, (blue/green); Soccer, (red/blue); Tennis, (green/blue) and Smash, (red/orange). The specific colors will vary depending on the setting of the color, tint, brightness and contrast controls.

ODYSSEY 500 features games of Hockey, Soccer, Tennis and Smash, and as a test of your skill incorporates ball (english) and speed controls.

FEATURES

ODYSSEY 500 also incorporates stylized players to represent a hockey player, a tennis player and a ball player. The right player is yellow and is controlled by the set of controls on the right side of the Odyssey master control unit. The set of controls on the left side of the Odyssey control the left player which is light blue. The left player also has a black spot in the middle which serves to distinguish it from the right player when the Odyssey is used with a black and white television.

Each of the three styles of players is a different size. The tallest player is the tennis player and the shortest is the hockey player. Also, since you can rebound the ball or puck by hitting it with any part of the player, you can give each game an additional challenge by using the different sizes of players.

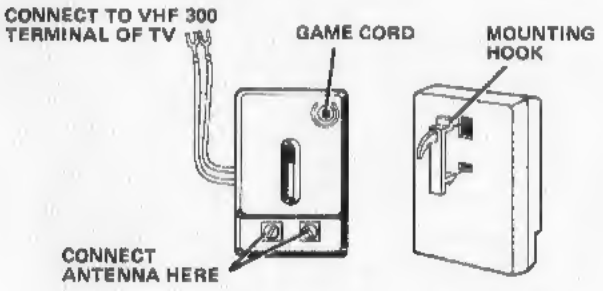
When the game is turned on, two large "W's" will be seen on the TV screen. To begin play, move the POWER/RESET switch to the RESET position and release it. This will reset the score to zero and the ball will be served by the automatic serve. Each time the ball leaves the playing area, the automatic scoring will award a point to the appropriate player.

The ball will be returned into play by the automatic serve from the side that lost the point. After either player has scored 20 points a "W" will be displayed on the winners side of the screen and the players will disappear. The ball will continue to be served but the score will not increase.

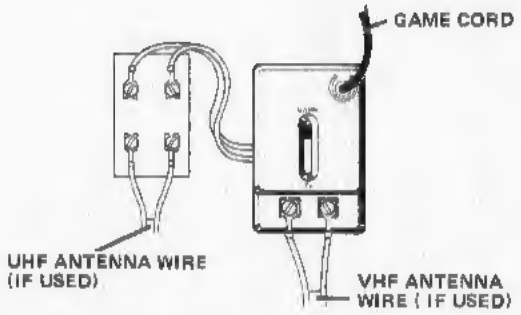
preparation for use

ANTENNA-GAME SWITCH

The ANTENNA-GAME SWITCH is provided as a convenience to allow you to select either ODYSSEY or regular TV viewing, without having to disturb your antenna connections. After its initial installation, you merely move the slide switch to either GAME position for ODYSSEY . . . or to the TV position for television viewing.



A mounting hook is provided for conveniently "hanging" the ANTENNA-GAME SWITCH on the back of your television. After installing the hook, insert the end through one of the ventilating holes on the back of your television near the antenna connections. **(Note: Some TV's do not have ventilating holes convenient to the antenna terminals, therefore, the hook is not required.**



Locate the VHF antenna terminals on the back of your television. Disconnect the VHF antenna wire (if there is one), from your television and connect it to the ANTENNA-GAME SWITCH. Connect the lead from the ANTENNA-GAME SWITCH to the VHF-300 terminals of the television. The ANTENNA-GAME SWITCH is now permanently connected to your television. When changing from GAME to TV, make certain the slide switch is moved to the extreme position; do not leave it in the middle, as you will not have proper operation.

Additional ANTENNA-GAME SWITCHES may be purchased at your local ODYSSEY or Magnavox Dealer, so you may install one on each television in your home.

If your antenna cable is round with a screw-on type connector (75 ohm), you will need to purchase a 75 ohm to 300 ohm Balum to permit connection of your TV antenna to the Odyssey Antenna-Game Switch. The 75 ohm to 300 ohm Balun's are readily available from your local Magnavox Dealer or any television service organization.

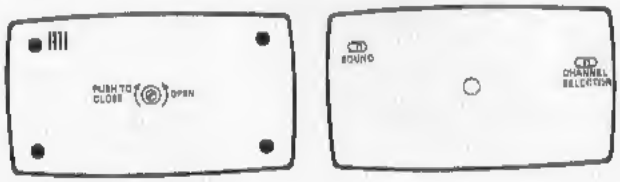
If you were using a 75 ohm round cable, your television will probably have a set of jumper plates or a switch which must be moved to select the VHF–300 terminals. Your television instruction book will be of help.

GAME CORD

The GAME CORD on your ODYSSEY Master Control Center should now be plugged into the ANTENNA-GAME SWITCH socket marked GAME CORD. The GAME CORD should never be yanked from the Antenna Game Switch. Always grasp it by the plug end, not the cord.

AC ADAPTOR

Odyssey is a completely safe product for all ages and members of your family to use since it is powered by a 9 volt 200 milli-amp AC adaptor which is included. Plug the adaptor into a wall outlet supplying 120 volts AC. Insert the small plug of the adaptor into the AC adaptor socket located above the CENTER and SPEED controls on the Odyssey.



CHANNEL SWITCH

The channel switch has been set at the factory to the channel 3 position. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position. To do this, place the Master Control Center upside down and insert a

coin, such as a quarter, in the screw located in the center of the cabinet bottom. Press down gently and turn the screw counterclockwise approximately one half turn. Lift off the cabinet bottom. The channel switch is located in the upper right portion of the board. For future reference, indicate here the channel being used for Odyssey:_____

SOUND SWITCH

Your Odyssey is equipped with an electronic action sound feature. Each time the ball strikes a player or a wall, you will hear an electronic BEEP. A sound switch is located in the upper left portion of the board. Check to insure that the switch is in the ON position. If desired, you may deactivate the sound by moving the switch to the OFF position.

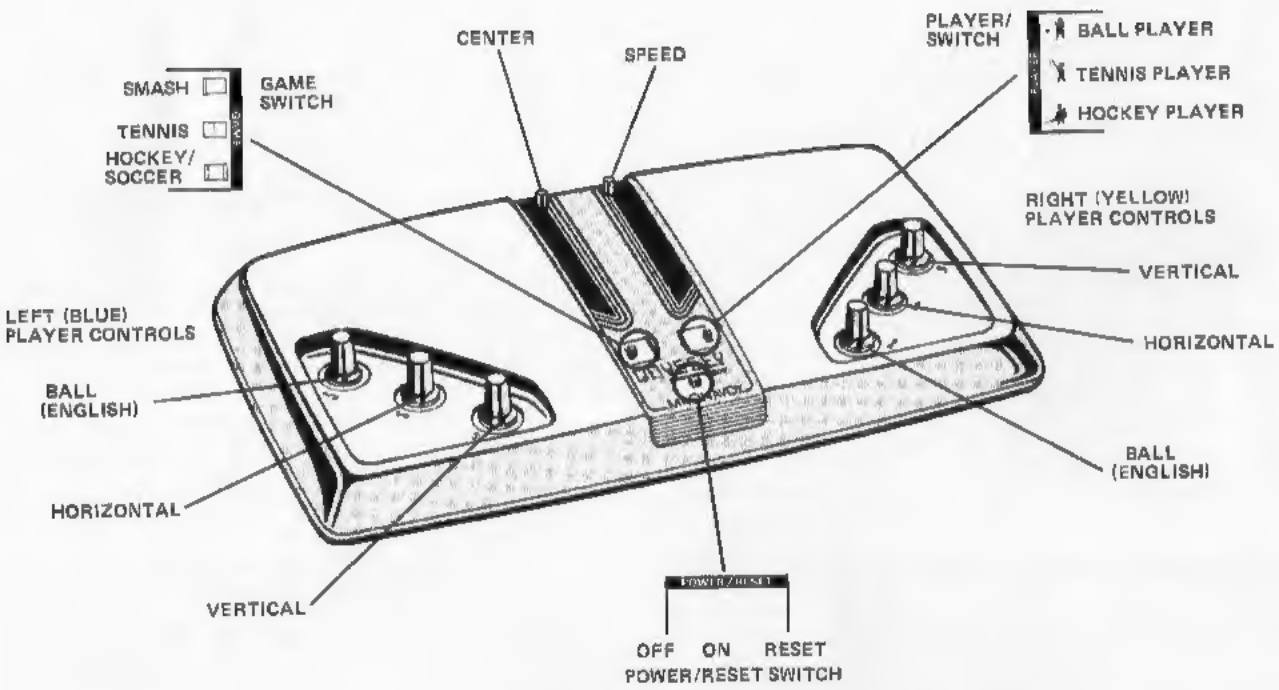
Replace the cabinet bottom with the grille covering the sound switch and make sure the game cord is in the cabinet slots.

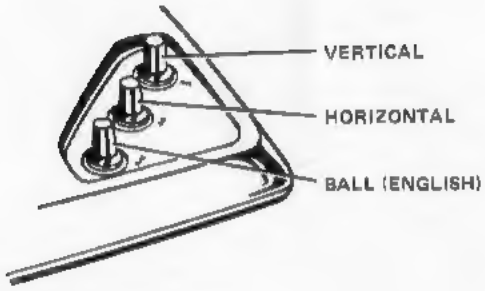
adjusting your television

- Set the Antenna-Game Switch to the TV position and turn on your television. Select a known operating channel and adjust your television for normal picture viewing.

- Now, set the television to VHF Channel 3 or 4 and move the Antenna-Game Switch to the GAME position. Be certain to move the slide switch completely to the GAME position.
- Move the POWER/RESET switch to the ON position. Place the GAME switch in the tennis (middle) position. You are now sending a signal to your television. You should see a vertical blue line as well as a light blue and a yellow "W". If the vertical line does not appear on the screen, rotate the CENTER control.
- Adjust the VHF fine tuning on the television, if necessary, until the vertical line is straight and clear. It may also be necessary to adjust the color and tint controls for the proper level of color and the correct shade.

The "W" on the left side of the screen should be light blue and the other "W" should be yellow.


SMASH
TENNIS
HOCKEY/
SOCCER
GAME
SWITCH
CENTER
SPEED
PLAYER/
SWITCH
BALL PLAYER
TENNIS PLAYER
HOCKEY PLAYER
RIGHT (YELLOW)
PLAYER CONTROLS
VERTICAL
HORIZONTAL
BALL
(ENGLISH)
LEFT (BLUE)
PLAYER CONTROLS
BALL
(ENGLISH)
HORIZONTAL
VERTICAL
OFF ON RESET
POWER/RESET SWITCH



the player control knobs

VERTICAL CONTROL

The Vertical Control will always move a player up or down. Turning the knob to the right will move the player up, and turning the knob to the left will move the player down.

HORIZONTAL CONTROL

The Horizontal Control will always move a player to the left or right. Turning the knob to the right will move the player to the right, and turning the knob to the left will move the player to the left.

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BALL (ENGLISH) CONTROL

The BALL CONTROL directs the path of the ball across the TV screen. When the ball is light blue and traveling from left to right on the tennis game, only the ball control on the left side of the Master Control Center will affect the ball. When the ball is yellow and traveling from right to left, only the ball control on the right side of the Master Control Center will affect the ball. During play you should normally keep the ball control near its center position and then turn it quickly to outwit your opponent. When playing hockey, soccer or smash, the last player to touch the ball maintains control until the opponent touches it regardless of the direction the ball is traveling.

SMASH

OBJECTIVE

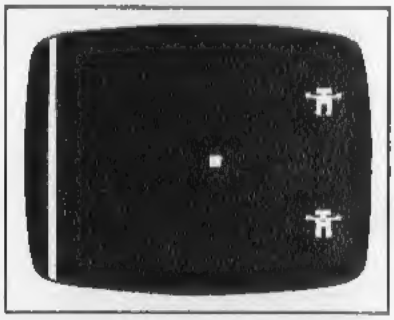
The objective of Smash is for each contestant to control his player so he is the last to touch the ball before it leaves the playing area. The first contestant to score 20 points is the winner.

SET-UP

1. Set the GAME switch to the SMASH court (top position)
2. Set the PLAYER switch to the BALL PLAYER position (top position).
3. Adjust the CENTER control to position the playing wall as close to the left edge of the screen as possible.
4. Move the players so they are positioned over each other near the right side of the screen. The right (yellow) player should occupy the upper position.
5. Adjust the SPEED control for a suitable speed.

PLAY

1. Assure that both contestants are ready for play to begin.
2. When the ball is served, one player will have ball control until his opponent touches it. The ball control then goes to the opponent.
3. Move the POWER/RESET switch to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. **NOTE: When either contestant reaches 20 points, a "W" will be displayed on the winner's side of the screen and a new game will have to be started.**



PROPER SMASH DISPLAY

TENNIS

OBJECTIVE

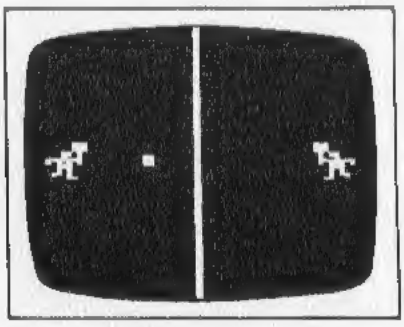
The objective of Tennis is for each contestant to skillfully defend his court and drive the ball past the opponent to score a point. The first contestant to score 20 points is the winner.

SET-UP

1. Set the GAME switch to the TENNIS court (middle position).
2. Set the PLAYER switch to the TENNIS PLAYER position (middle position).
3. Adjust the CENTER control to position the vertical line in the center of the screen.
4. Make certain the player controlled by the player controls on the right side of the Odyssey is in the right court and the player controlled by the left set of player controls is in the left court.
5. Adjust the SPEED control for a suitable speed.

PLAY

1. Assure that both contestants are ready for play to begin.
2. Move the POWER/RESET switch to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. **NOTE: When either contestant reaches 20 points a "W" will be displayed on the winner's side of the screen and a new game will have to be started.**



PROPER TENNIS DISPLAY

HOCKEY

OBJECTIVE

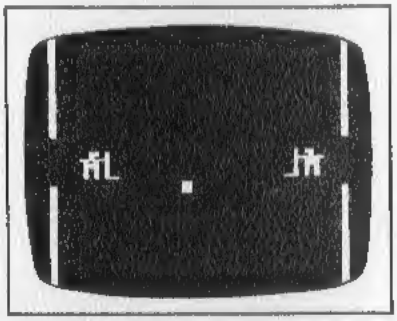
The objective of Hockey is for each contestant to defend his goal while trying to maneuver the puck into the opponent's goal. The first contestant to score 20 points wins the period. You must win two out of three periods to win the game.

SET-UP

1. Set the GAME switch to the HOCKEY/SOCCER playing area (bottom position).
2. Set the PLAYER switch to the HOCKEY PLAYER position (bottom position).
3. Adjust the CENTER control to position the left wall as close to the left edge of the screen as possible.
4. Make certain the player controlled by the player controls on the right side of the Odyssey is in the right half of the screen and the player controlled by the left set of player controls is in the left half of the screen.
5. Adjust the SPEED control for a suitable speed.

PLAY

1. Assure that both contestants are ready for play to begin.
2. Move the POWER/RESET switch to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. **NOTE: When either contestant reaches 20 points, a "W" will be displayed on the winner's side of the screen and a new game will have to be started.**



PROPER HOCKEY DISPLAY

SOCCER

OBJECTIVE

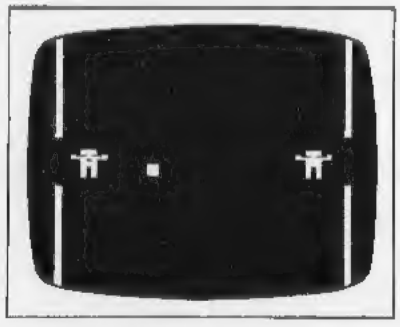
The objective of Soccer is for each contestant to skillfully defend his goal while trying to maneuver the ball into the opponent's goal. The first contestant to score 20 points wins the game.

SET-UP

1. Set the GAME switch to the HOCKEY/SOCCER playing area (bottom position).
2. Set the PLAYER switch to BALL PLAYER position (top position).
3. Adjust the CENTER control to position the left wall as close to the left edge of the screen as possible.
4. Make certain the player controlled by the player controls on the right side of the Odyssey is in the right half of the screen and the player controlled by the left set of player controls is in the left half of the screen.
5. Adjust the SPEED control for a suitable speed.

PLAY

1. Assure that both contestants are ready for play to begin.
2. During play, the contestant that has control of the ball will also have control of the goal opening. The goal openings can be made to move up and down by turning the BALL control.
3. Move the POWER/RESET switch to the RESET position and allow it to return to the center position. The score is now set to zero and the game begins. Good luck! **NOTE: When either contestant reaches 20 points, a "W" will be displayed on the winner's side of the screen and a new game will have to be started.**



PROPER SOCCER DISPLAY

CONSUMER AFFAIRS

If for any reason, you are dissatisfied with the repair service furnished on your ODYSSEY after following the procedures detailed in the ODYSSEY Warranty, call or write to The Magnavox Company, Consumer Affairs Manager, at:

2655 Campus Drive
San Mateo, CA 94403
Phone: 415/589-1677

2645 Maricopa Street
Torrance, CA 90503
Phone: 213/320-8990

8813 John Carpenter Highway
Dallas, TX 75247
Phone: 214/637-2280

1898 Leland Drive
Marietta, GA 30062
Phone: 404/436-0064

7510 Frontage Road
Skokie, IL 60076
Phone: 312/679-8700

607 North Avenue, Door 17
Wakefield, MA 01880
Phone: 617/246-2730

161 East Union Avenue
East Rutherford, NJ 07073
Phone: 201/936-2700

2201 Route 38, Suite 760
Cherry Hill, NJ 08002
Phone: 609/667-7160

24092 Detroit Road
Westlake, OH 44145
Phone: 216/835-4450

ODYSSEY LIMITED WARRANTY

Magnavox warrants its ODYSSEY Electronic Home Video Game to be free from defects in materials and workmanship for three months from the date of delivery to the original owner.

Inoperative, in-warranty ODYSSEY systems may be delivered to the selling dealer for his inspection or they may be carefully packed and shipped, transportation pre-paid with evidence of date received, to the nearest Magnavox ODYSSEY Service Center*.

Any system found to be defective will either be repaired or replaced with another system that is either new or one that has been repaired to meet Magnavox high quality standards. Replacements furnished during the warranty period are guaranteed for the balance of the original warranty.

This warranty applies when the product is subjected only to normal use and when purchased and serviced within the United States. Furthermore, this does not cover products used in commercial applications, the replacement of defective batteries, nor does it extend to a system which has been modified or damaged.

IMPORTANT

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state. If at any time during the warranty period, satisfactory repair was not provided after you delivered or shipped your ODYSSEY to the location designated in this warranty, please contact the nearest Magnavox Consumer Affairs Office identified on the reverse side of this page.

*MAGNAVOX ODYSSEY SERVICE CENTERS

LOS ANGELES CENTER
The Magnavox Company
2649 Maricopa Street
Torrance, CA 90503

NEW YORK CENTER
The Magnavox Company
159 East Union Avenue
E. Rutherford, NJ 07073

ATLANTA CENTER
The Magnavox Company
1898 Leland Drive
Marietta, GA 30062

CHICAGO CENTER
The Magnavox Company
7500 Frontage Road
Skokie, IL 60076

CLEVELAND CENTER
The Magnavox Company
24092 Detroit Road
Westlake, OH 44145

EL 3127-1
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